

Name: Zoë Kaylin Eytowntayle	Height: 5'10"	Family Standing: Lower Middle Class	Level 1 Spells: □□□□□□
Sex: Female	Weight: 125 lbs.	Former Job: Stable Girl	Level 2 Spells: □□□□□□
Race: Human	Hair: Black	Species Enemy: none	Level 3 Spells: □□□□□□
Alignment: Neutral Good	Eyes: Hazel	Kills: 80 (inc. Neron, 70 of Diandri's troops, and a Yugaloth)	Level 4 Spells: □□□□□□
Class: Priest of Kaylias/Psionicist	Age: 25 (26) - 20 Nerink, 468	PSPs: 301 (+24/level)	Level 5 Spells: □□□□□□
Kit: none	Birthplace: Galencia (Crestinton)	Hard Exertion: 0	
Level: 10 (priest) / 9 (psionicist, max level)	Religion: Goddess of Luck	Walk/Ride: 3/hr	
Experience: 490,659 (next level @ 675,000)	Money: 15pp, 555gp, Osp, Ocp	Sitting/Reading: 6/hr	
		Rejuv/Sleep: 12/hr	

Strength:	10	(carry 40 lbs., bench 115 lbs., open doors on 6, 2% acts heroic strength)
Dexterity:	15	(-1 AC)
Constitution:	16	(+2 HP/level, 95% system shock, 96% resurrection/survival)
Intelligence:	15	(4 languages)
Wisdom:	17	(magic defense +3; 2 extra 1st & 2nd level and 1 extra 3rd level spell)
Charisma:	10	(max. 4 henchmen)

Saving Throws (Ring of Regeneration saving throw in parentheses)				
Paralyze / Poison / Death Magic	Rods / Staff / Wands	Petrification / Polymorph	Breath	Magic Spell
5 (3)	9 (7)	7 (5)	11 (9)	6 (4)

Priest Spells:

All:

Bless (1)*
Combine (1)
Detect Evil (1)*
Detect Magic (1)
Orison (1)
Purify Food/Drink (1)*
Chant (2)
Mystic Transfer (2)
Sanctify (2)*
Dispel Magic (3)
Tongues (4)
Focus (4)
Uplift (4)
Atonement (5)
Commune (5)
Meld (5)
Quest (5)
True Seeing (5)

Sun:

Light (1)*
Sunscorch (1)
Continual Light (3)
Starshine (3)
Blessed Warmth (4)
Moonbeam (5)
Rainbow (5)

Weather:

Faerie Fire (1)
Obscurement (2)
Call Lightning (3)
Weather Prediction (3)
Control Temp 10' (4)
Protect from Lightning (4)
Weather Stasis (4)
Control Winds (5)
Rainbow (5)

Creation:

Light (1)
Create Holy Symbol (2)
Continual Light (3)
Create Food/Water (3)
Addition (4)
Blessed Abundance (5)

Healing:

Cure Light Wounds (1)*
Cure Blind/Deaf (2)*
Cure Mod. Wounds (2)
Slow Poison (2)
Hold Poison (3)
Repair Injury (3)
Cure Serious Wnds (4)*
Neutralize Poison (4)*
Fortify (4)
Cure Critical Wnds (5)*

Guardian:

Blessed Watchfulness (1)
Sacred Guardian (1)
Iron Vigil (2)
Silence 15 Feet (2)
Wyvern Watch (2)
Glyph of Warding (3)
Dimensional Anchor (4)
Unceasing Vigilance (5)

Numbers:

Analyze Balance (1)
Calculate (1)
Personal Reading (1)
Moment (2)
Music of Spheres (2)
Etherealness (3)
Telethaumaturgy (3)
Moment Read (3)
Extradim. Detect (3)
Addition (4)
Dimensional Folding (4)
Probability Control (4)
Consequence (5)
Dim. Translocation (5)
Extradim. Manip. (5)
Extradim. Pockets (5)

Elemental:

Create Water (1)*
Froflight (1)
Log of Everburning (1)
Strength of Stone (1)
Wind Column (1)
Heat Metal (2)*
Produce Flame (2)
Dust Devil (2)
Fire Trap (2)
Flame Blade (2)
Soften Earth/Stone (2)
Watery Fist (2)
Flame Walk (3)
Meld into Stone (3)
Protect from Fire (3)
Water Breath (3)*
Water Walk (3)
Pyrotechnics (3)
Stone Shape (3)
Wind Servent (3)
Adamantite Mace (4)
Lower Water (4)*
Produce Fire (4)*
Windborn (4)
Air Walk (5)
Animate Flame (5)
Cloud of Purif. (5)
Commune w/ Nature (5)
Elem. Forbiddance (5)
Produce Ice (5)
Rock to Mud (5)*
Spike Stones (5)
Wall of Fire (5)

Charm:

Command (1)
Cause Fear (1)*
Enthrall (2)
Hold Person (2)
Music of Spheres (2)
Mystic Transfer (2)
Dictate (3)
Emotion Control (3)
Cloak of Bravery (4)*
Free Action (4)
Imbue with Spell (4)
Meld (5)
Quest (5)

Plant:

Entangle (1)
Locate Animals/Plants (1)
Log of Everburning (1)
Pass without Trace (1)
Shillelagh (1)
Barkskin (2)*
Goodberry (2)*
Warp Wood (2)
Trip (2)
Plant Growth (3)
Slow Rot (3)
Snare (3)
Spike Growth (3)
Tree (3)
Halluc. Forest (4)*
Hold Plant (4)
Plant Door (4)
Speak with Plants (4)
Sicks to Snakes (4)*
Anti-Plant Shell (5)
Pass Plant (5)

Animal:

Animal Friendship (1)
Calm Animals (1)
Invisibility to Animals (1)
Locate Animals/Plants (1)
Speak with Animals (2)
Messenger (2)
Snake Charm (2)
Charm Psn/Mammal (2)
Control Animal (3)
Hold Animal (3)
Summon Insects (3)
Animal Summoning (4)
Giant Insect (4)*
Repel Insects (4)
Animal Growth (5)*
Animal Summon. II (5)
Insect Plague (5)

Summoning:

Call Upon Faith (1)
Draw on Holy Might (2)
Summon Animal Spirit (3)
Summon Insects (3)
Abjure (4)
Animal Summoning (4)
Call Woodland Beings (4)
Animal Summon. II (5)
Dim. Translocation (5)
Dispel Evil (5)*

Special:

- 1 Re-Roll of any one roll per game, affect self or others, any roll.
- Bless 1/day: 1D6 people, +1D4 to all rolls, lasts 1D6 rds.
- Cast unluck 1/day as 4th level Wizard spell.

Divination:

Analyze Balance (1)
Detect Magic (1)
Detect Poison (1)
Detect Snares/Pits (1)
Locate Animals/Plants (1)
Augury (2)
Detect Charm (2)*
Find Traps (2)
Know Alignment (2)*
Speak with Animals (2)
Detect Spirits (3)
Extradim. Detection (3)
Locate Objects (3)*
Speak with Dead (3)
Detect Lie (4)*
Divination (4)
Omniscient Eye (4)
Reflecting Pool (4)
Tongues (4)*
Commune (5)
Commune w/ Nature (5)
Magic Font (5)
Thoughtwave (5)
True Seeing (5)*

Protection:

Endure Cold/Heat (1)
Protect from Evil (1)*
Ring of Hands (1)
Sanctuary (1)
Resist Fire/Cold (2)
Withdraw (2)
Barkskin (2)
Resist Acid (2)
Protect from Fire (3)
Remove Curse (3)*
Dispel Magic (3)
Line of Protection (3)
Magical Vestment (3)
Negative Plane Prot (3)
Remove Paralysis (3)
Protect from Evil 10' (4)*
Protect from Lightning (4)
Repel Insects (4)
Spell Immunity (4)
Anti-Plant Shell (5)
Impregnable Mind (5)
Dispel Evil (5)*

Hit Points: 63 (+2 bonus per level)
Attacks: 1/1 THACO: 14
Armor Class:
10 -1 -3 -2 -2 = 2AC
base dex armor ring of whip bonus +3 +3 protect. spec. +2 +1 +2 if drawn

Equipment:

Stuff:
Backpack
- perfume
- fine fur cloak
- flint & steel
- 50' silk rope, 8 lbs.
- whetstone
- winter blanket
- 11 days dry rations
- map of Torgar
- Neron's medallion
- hooded lantern
- 3 flasks oil
- over clothes

Clothing:

walking boots
leather pants
cape of Red Dragon scales
Belt

Weapons:

Whip
Silver Dagger (Invocation) (+1)

Marks:

Cat eating tail tattoo
Justicar brands on back

Magic Items:

Black Leather Armor 7lbs. (+3). (AC -3)
Ring of Regeneration (1 hp/turn)
Ring of Protection (+2)
Ring of Spellturning (??)
Lantern (illus/conj/summon/alt) - needs no fuel
Bag of Devouring
Silver Dagger (Invocation) (+1)
Wand - Frost
Wand (divination) - Secret Door Finding, 60', 37 charges
Wand (alteration) - Illumination, 80 charges

Monies:

Black Steel Locked Box (keyed, Firetrap spell)
- crosabiro - 100gp gem
- diamond - 1,000gp gem
- ornamental skull cap
- adamantite bar - 500gp
- silver necklace - 500gp
Black Steel Locked Box (tap, Firetrap spell)
- lavender pearl - 700gp, exceptional
- munteer - 50gp gem
- 3 garnets - 50gp gem
- ruby - 10,000gp gem
- onyx - 50gp
- ruby - 1,000gp
- gold earrings - 400gp
Black Steel Locked Box (tap, Firetrap spell)
- spinel - 500gp gem
- orbrase - 50gp gem
- ruby - 1,000gp gem
- aquamarine - 50gp
- sapphire - 1,000gp
- mythical bar - 100gp

Psionic Abilities:

Discipline: Psychokinesis:

Detonate (science)
(13), 18
60 yd. range, 8 cubic feet
1D10 within 10 feet

Inertial Barrier

(13), 7(5)
3 yd. diam.

Molecular Agitation

(17), 7(6)
40 yd. range, 1 item, 20 lbs.

Levitation

(14), 12(2)
lift self 60'/round or 1'/second
every 25# -1 to power score

Soften

(15), 4(3)
30 yds., 1 item, 10 lbs.

Animate Object

(12), 8(3)
50 yds., 1 object, 100 lbs.

Control Body

(10), 5(2)
80 yds., resist with Strength

Control Sound

(14), 8(8)
100 yds.

Molecular Manipulation

(12), 6(5)
15 yds., 2 square inches

Discipline: Psychometabolism:

Animal Affinity (science)
(12), 5(4)
Tiger (see chart, bottom right)
(power score gives 2 abilities)

Cell Adjustment

(13), 5(*)
cure disease: 1 round @ 5psp
5psp/1hp, up to 4/round

Double Pain

(13), 7
double damage for 1 turn
pass out when hit 0

Ectoplasmic Form

(12), 9(9)
convert up to 15 lbs. on self

Discipline: Psychoportation:

Teleport (science)
(15), 20+
can take 2 people @ 2x psp
on 1/2, -2 penalty 1D6 rounds
see chart for range modifiers

Teleport Trigger

(15), 0 (2/hr)
choose conditions

Dream Travel

(13), 1/25 miles
500 mile range
takes full night's sleep

Dimensional Door

(15), 4(2)
50 yard range
causes 1 round disorientation
can see/fire through door

Discipline: Psychokinesis:

Telekinesis (science)
(14), 3+ (1+)
3lb. max w/ no mods.
init. cost = weight in pounds
maint. cost = half init. cost
power score - 1/3 weight
30 yd. range
move object 60'/round

Disintegrate (science)

(13), 40
50 yd. range
8 cubic feet will disintegrate
save vs. death magic (person)
save vs. disint. (object)

Defense Abilities:

Intellect Fortress

(14), 4

Tower of Iron Will

(15), 6

Mind Blank

(10), 0 (0)

Thought Shield

(14), 1

Mental Barrier

(15), 3

Wild Talents:

Mindlink (science)

(12), contact (8)
Power score - 1 probing query

Contact

(17), chart (1)

Invisibility

(10), contact (2/person)
100 yds., vision only
Power score = Sup. Invis.

Psionic Power
(power score), init. cost (maint. cost)

PSPs									
								10	
							20		
				30					
			40						
	50							60	
								70	
							80		
						90			
		100							
110									120
								130	
							140		
						150			
					160				
170									180
								190	
							200		
							210		
					220				
230									240
								250	
							260		
						270			
277		280							
	290								300
301									

Invisibility:

100 yds., vision only
Power score = Sup. Invis.
Can hide others
Must contact all targets
individually with sep. costs

Mindlink:

Power score = 1 Probe
Any Int 5 or up creature
Cannot probe
See below for distance mods.

Tiger Traits:

surprised only on 1
Leap: 10' up, Spring: 30-50'
Dam: 1D4+ 1/claw
Rake: 2D4/rear claw
AC: 6
Mmt: 12
Hit Dice: 5D6+ 5
THACO: 15
attacks: 3

Teleport Range Modifiers:

Distance	Cost	Mod.	Total Distance	Initial Cost	PSP Mod.
10 yds.	10	+1	100 miles	50	-3
100 yds.	20	+0	1000 m	60	-4
1000 yds.	30	-1	10,000 m	70	-5
10 miles	40	-2	planets	100	-6

Contact Initial PSP Cost:

1-5 hit dice	3 PSPs
6-10 hit dice	8 PSPs
11-15 hit dice	13 PSPs
16-20 hit dice	18 PSPs

Range Modifiers:

1 mile	-1
10 miles	-3
100 miles	-5
1,000 miles	-7
10,000 miles	-9

Skills:

Spellcraft (13)
Religion (17)
Eldorian
Soulmeliti (15)
Swimming (10)
Rejuvenation (16)
Meditative Focus (18)
Heraldry (15)

Reading/Writing (Eldorian) (16)
Reading/Writing (Galencian) (16)
Riding - Land (21)
Animal Handling (17)
Gambling (10)
Healing (15)
Animal Training (17)
Animal Lore (15)

Weapon Skills:

Whip (new)
- Style Level 1 (-1 AC)
- Style Level 2 (-2 AC)
- Feint (+2 to hit)
- Expert Disarm (-4 hit, +1 init)
Punching

Notes: PCs I know that aren't dead:

- Malakshan
- Alec
- Dirk Evenblade
- Yosanti
- Turkotch
- T'Shar

Loot in Volcano Storage:

Emerald Dragon Egg
Zennonaize 400yr-old crown & sceptor,
- 15,000gp

1,800 pp (9,000gp)
11,700 gp
6,000 sp (600gp)
138 mythermal bars (13,800gp)
10 adamantine bars (5,000gp)
total worth = 54,100gp
Fire Opal - 32,000gp

Leather Armor 7lbs. (+3), (AC -3)

Notes:

- Places to live:
- Volcano (has altar to goddess)
- buying house in Gayla
- Yosanti's castle

Weapon Family	# attacks	THACO	Dam. S/M	Dam. Large	Damage Adjust	SF	Weight	Type	Range	Size	AC Mod	Tastes Like
Whip	1/1	14	1D4	1D2		4	2 lb.	?	10'	Small	-2	beef
Dagger	1/1	14	1D4	1D3		2	1 lb.	P	10/20/30 yds.	Small	--	chkn
Wakazashi	1/1	14	??	??		?	??	P	reach	??	--	tuna